MOBILE SUIT GUNDAM

JOURNEY TO JABURO™

TEEN
T
CONTENT RATED BY ESRB

BANDAI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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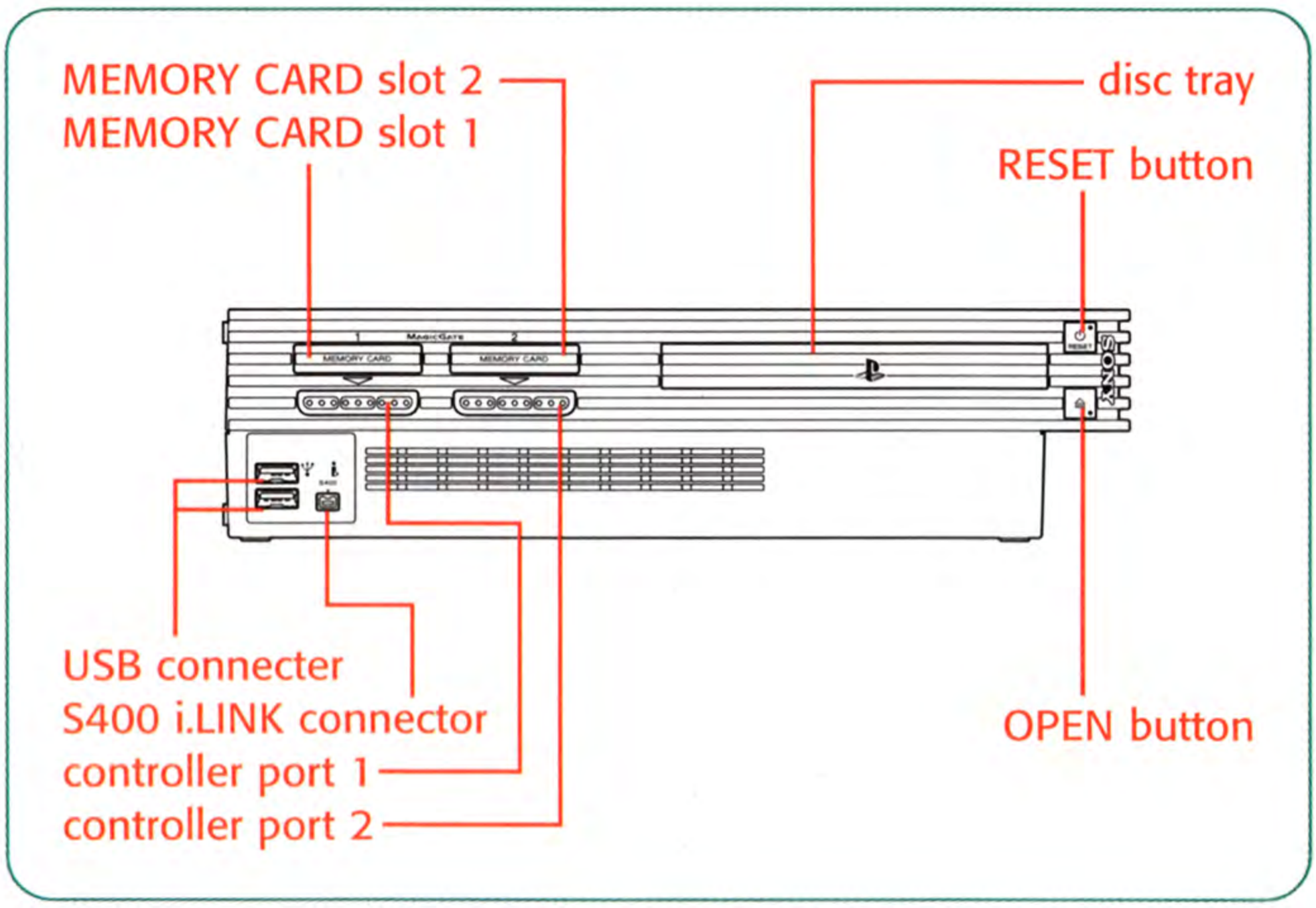
STARTUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.

Place the "MOBILE SUIT GUNDAM: Journey to Jaburo" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK™2 ANALOG CONTROLLER

CONFIGURATION

directional button	Mobile suit movement
R1 button	Shift right
L1 button	Shift left
SELECT button	Switch run/walk mode
START button	Field map (pause)
L3 button	Unlock camera
left analog stick	Move camera
button/R3 button	Attack
button	Guard
button	Switch weapons
button	Thruster
L2 button	Lock on/off target
right analog stick	Move camera view

Note: You can reset "Mobile Suit Gundam: Journey to Jaburo" by pressing L1+L2+R1+R2+START+SELECT buttons simultaneously during game play within a stage.

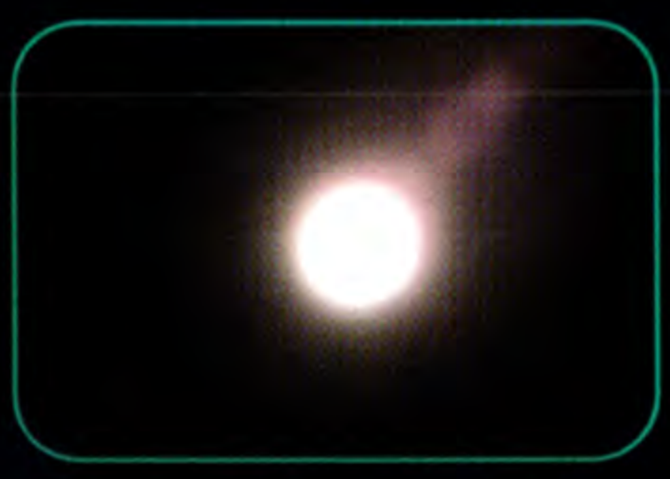
PROLOGUE

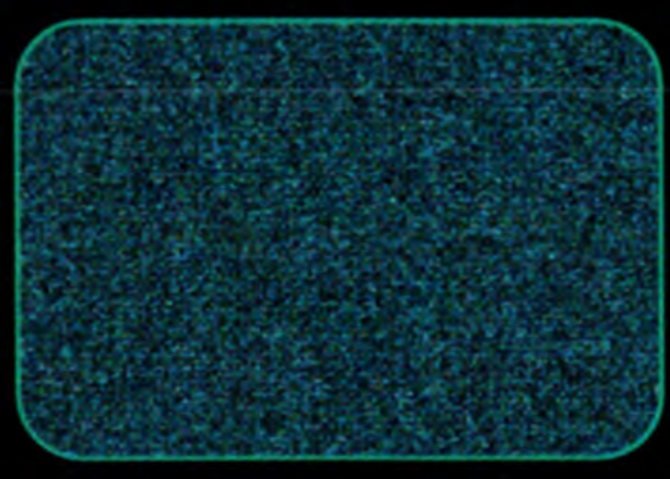
It is the year 0079 of the Universal Century. A half-century has passed since Earth began moving its burgeoning population into gigantic orbiting space colonies. Above the planet float hundreds of enormous cylinders with artificial living environments so that people can live as though they were on Earth.

Nine months ago, the cluster of colonies furthest from the Earth, called Side Three, proclaimed itself the Principality of Zeon and launched a war of independence against the Earth Federation.

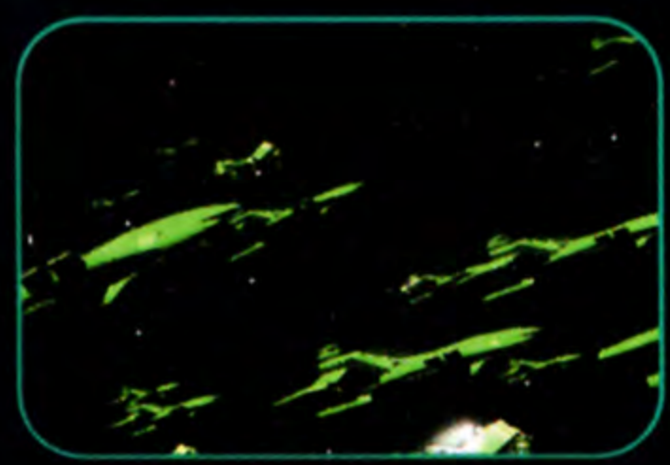
Initial fighting lasted over one month and saw both sides lose half their respective populations. People were horrified by the indescribable atrocities that had been committed in the name of independence.

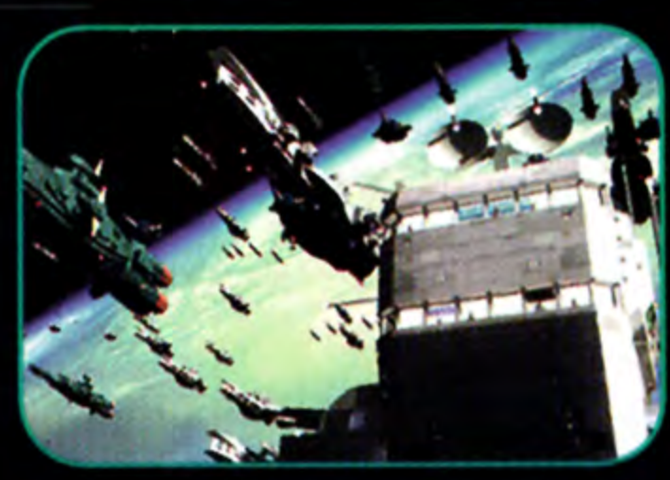
Eight months had passed since the rebellion began. They were at a stalemate…

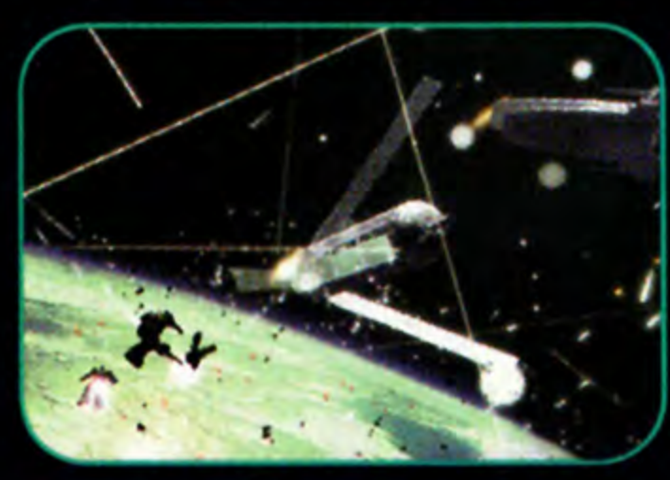




U.C. 0079







MOBILE SUIT

WHAT ARE MOBILE SUITS?

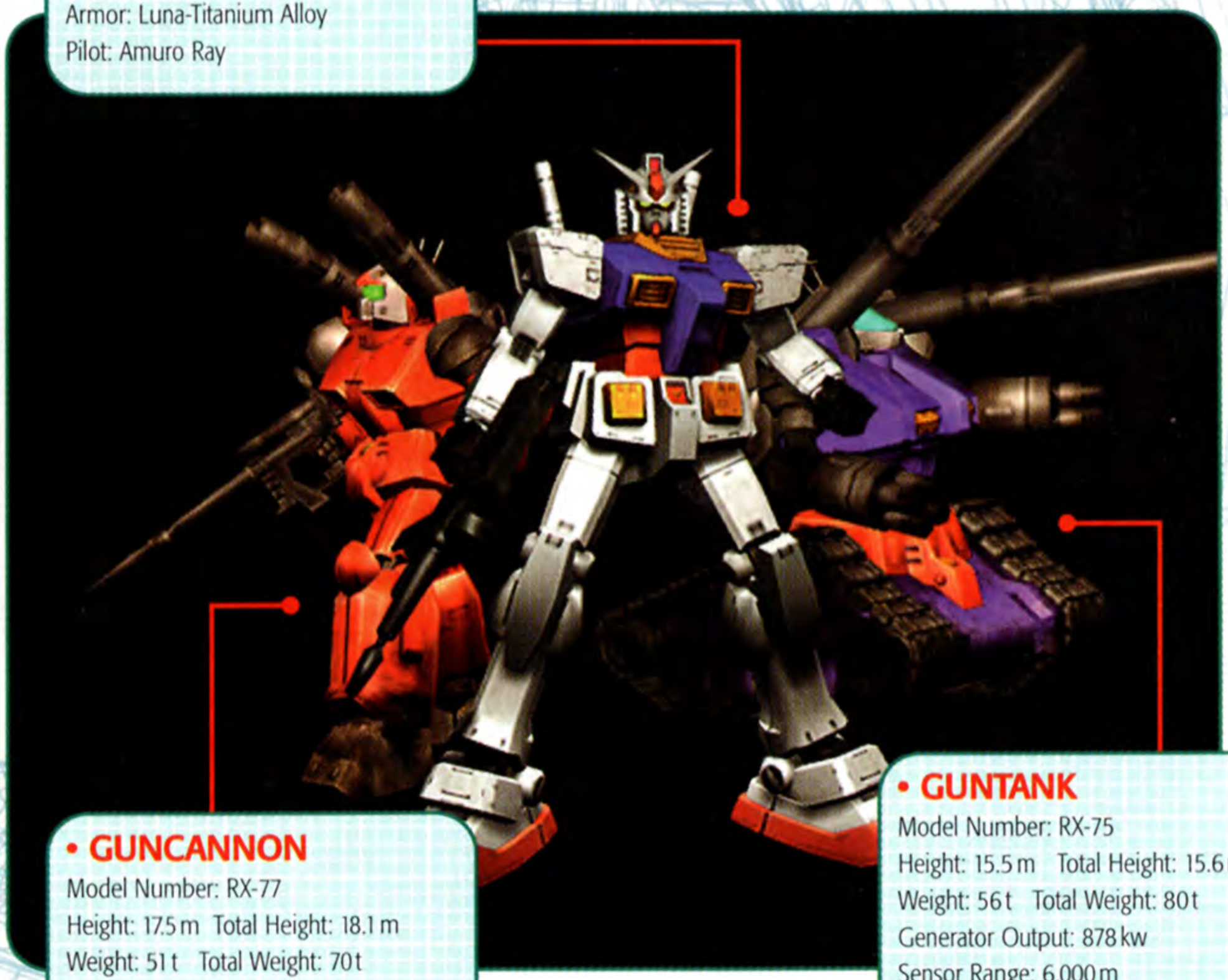
After the discovery of the Minovsky Particle effect, long-range radars and radar-guided weapons became obsolete. As a countermeasure, large humanoid robots called mobile suits were developed to specialize in close-range and hand-to-hand combat.

Zeon Forces quickly developed mobile suits for combat, placing their small forces at an advantage over the massive Earth Federation Forces.

• GUNDAM

Model Number: RX-78-2
Height: 18 m Total Height: 18.5 m
Weight: 43.4 t Total Weight: 60 t
Generator Output: 1380 kw
Thruster Output: 55,500 kg
Sensor Range: 5,700 m
Armor: Luna-Titanium Alloy
Pilot: Amuro Ray

VEHICLE INFORMATION:
Designed as the core mobile suit of Earth Federation's "Operation V," this state-of-the-art close-combat unit carries beam weapons and features self-learning computers and core block systems.



• GUNCANNON

Model Number: RX-77
Height: 17.5 m Total Height: 18.1 m
Weight: 51 t Total Weight: 70 t
Generator Output: N/A
Thruster Output: 51,800 kg
Sensor Range: 6,000 m
Armor: Luna-Titanium Alloy
Pilot: Kai Shiden

VEHICLE INFORMATION:
Designed to provide mid-range backup for Gundam, this unit is armed with powerful mid-range weapons and heavy armor.

• GUNTANK

Model Number: RX-75
Height: 15.5 m Total Height: 15.6 m
Weight: 56 t Total Weight: 80 t
Generator Output: 878 kw
Sensor Range: 6,000 m
Armor: Luna-Titanium Super Alloy
Pilots: Hayato Kobayashi, Ryu Jose

VEHICLE INFORMATION:
Designed for long-range attacks, this unit features the same core block systems used on Gundam and Guncannon. It also has a cockpit in the head for a gunner.

START GAME

HOW TO BEGIN

Turn the PlayStation®2 MAIN POWER switch on, then press the OPEN button, set the game disc, and press the RESET button. After the opening CG movie ends, the game title screen will appear. (Press the START button to skip the movie.) Press the START button on the title screen to enter the MODE MENU screen.

STORY MODE: Begin STORY MODE. (See p. 16)

STAGE SELECT: This mode has to be unlocked. Select and play completed stages from STORY MODE.

??? : A new mode is unlocked after you finish STORY MODE.

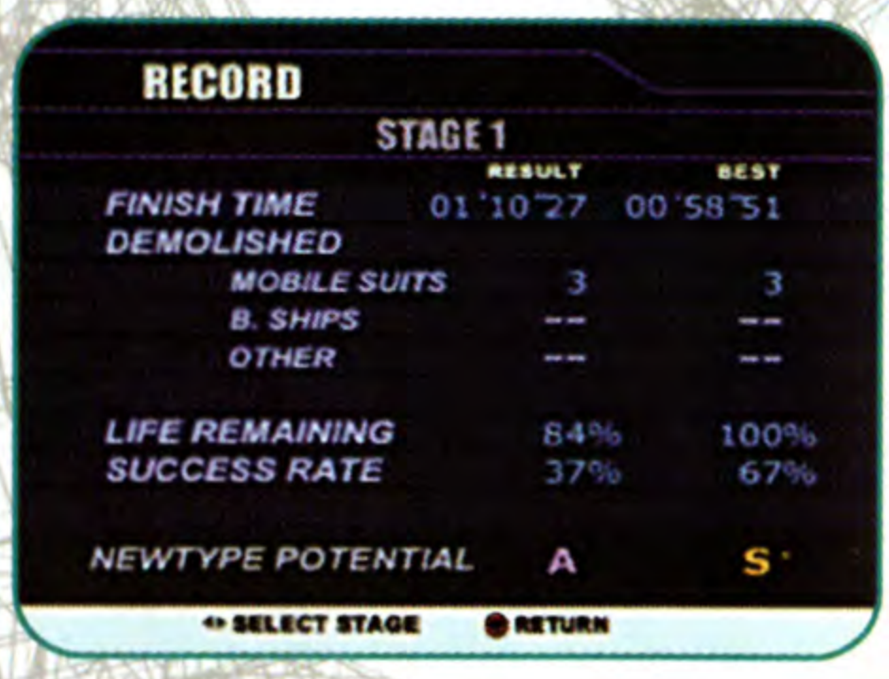
RECORD: See scores from past battles.

GALLERY: See mobile suits, movies, and listen to music used in the game.

OPTION: Change Controller and Sound settings.

RECORD

This option shows scores from STORY MODE. Each stage shows scores of the battle last played and the best record for that stage.



FINISH TIME: How long you took to finish the stage.

DEMOLISHED: How many enemies you destroyed.

LIFE REMAINING: How much life was left when the stage was completed.

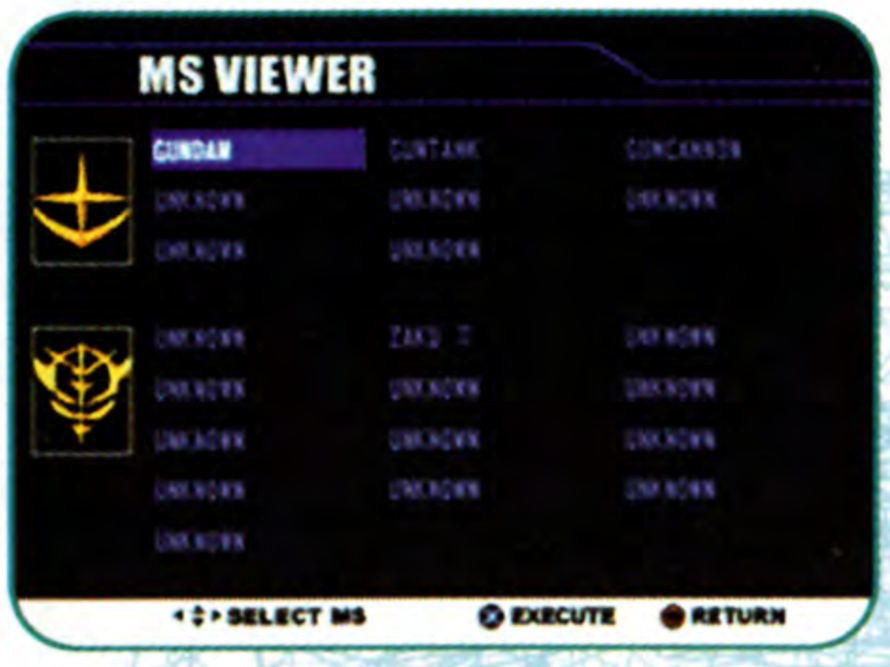
SUCCESS RATE: Average of damage inflicted on enemy, and damage received by you, your allies, targets, etc.

NEWTYPE POTENTIAL: Grade based on all of the above, rating you from a high of S, through A, B, C, D, E, F, to a low of G.

TOTAL NEWTYPE POTENTIAL: Average of NEWTYPE POTENTIAL for all stages completed so far.

GALLERY

This option exhibits mobile suit statistics, CG movies, and an array of background music used in the game. Can you unlock them all?



MS VIEWER:
Shows specs and information on mobile suits used in the game.

MOVIE VIEWER:
Shows CG movies.

BGM PLAYER: Plays all the background music used in the game.

You can catch a sneak preview of our upcoming game "Mobile Suit Gundam: Zeonic Front" for PlayStation®2.

OPTION

Change Controller and Sound settings here. Use the up and down directional buttons to scroll vertically. Change setting with the left and right directional buttons. To change Controller configurations, go to KEY CONFIG and press ⊗ button, which takes you to the KEY CONFIG screen. For memory card (8M)(for PlayStation®2), select SAVE or LOAD with the left and right directional buttons and confirm with the ⊗ button.

KEY CONFIG: Choose controller configuration.

VIBRATION: Turn analog controller (DUAL SHOCK™2) ON or OFF.

STEREO/MONO: Select stereo or mono sound.

BGM: Turn background music ON or OFF.

SE VOLUME: Adjust sound effect volume.

MEMORY CARD (PS2): Save or load data. Set memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

AUTO SAVE: Turn auto save ON or OFF. Data is saved automatically when ON.

CONTROLS

MOVEMENT

directional button UP	Move forward
directional button DOWN	Move backward
directional button RIGHT	Turn right
directional button LEFT	Turn left
R1 button	Shift right
L1 button	Shift left
SELECT button	Switch between RUN and WALK

• DOUBLE TAP

Press the directional button twice in the same direction to evade quickly.

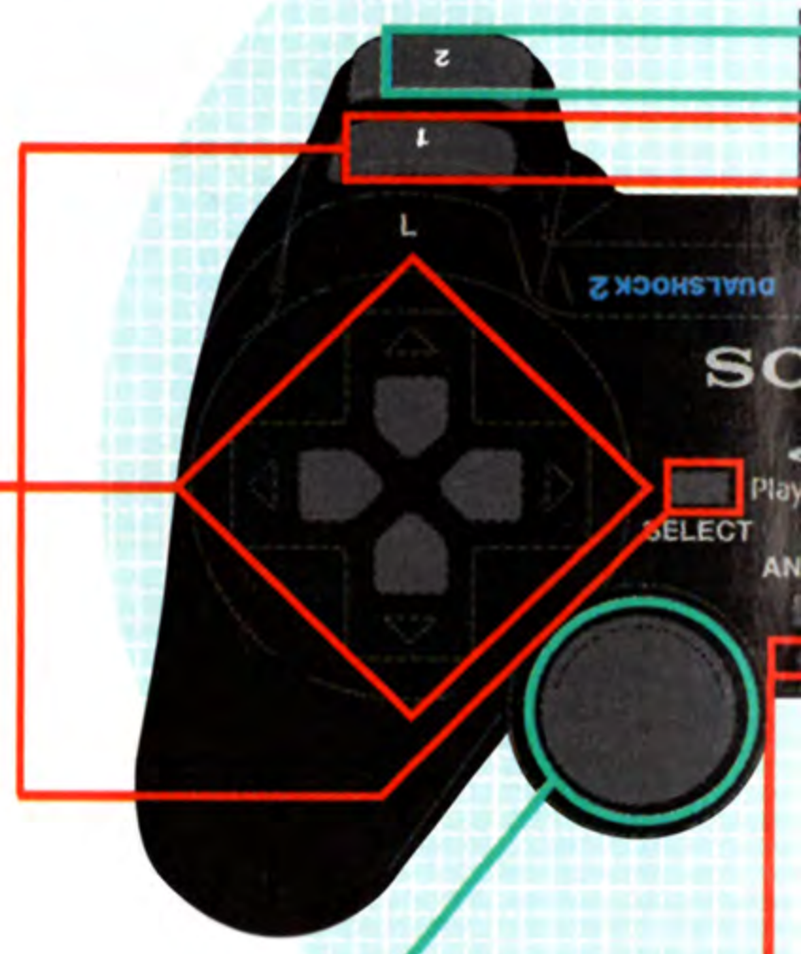
• RUNNING and WALKING

Use the SELECT button to switch between running and walking. The mode switches every time the SELECT button is pressed.

You can use the analog controller (DUALSHOCK™2) that comes with your PlayStation®2 for this game.

- Set your own key configuration by going to the KEY CONFIG menu under OPTION.
- Turn the Vibration Function ON or OFF by using the VIBRATION menu under OPTION.
- Even when the LED display is on, the Vibration Function on the analog controller (DUALSHOCK™2) will not work if VIBRATION is turned OFF under OPTION.

DUALSHOCK™2
ANALOG CONTROLLER

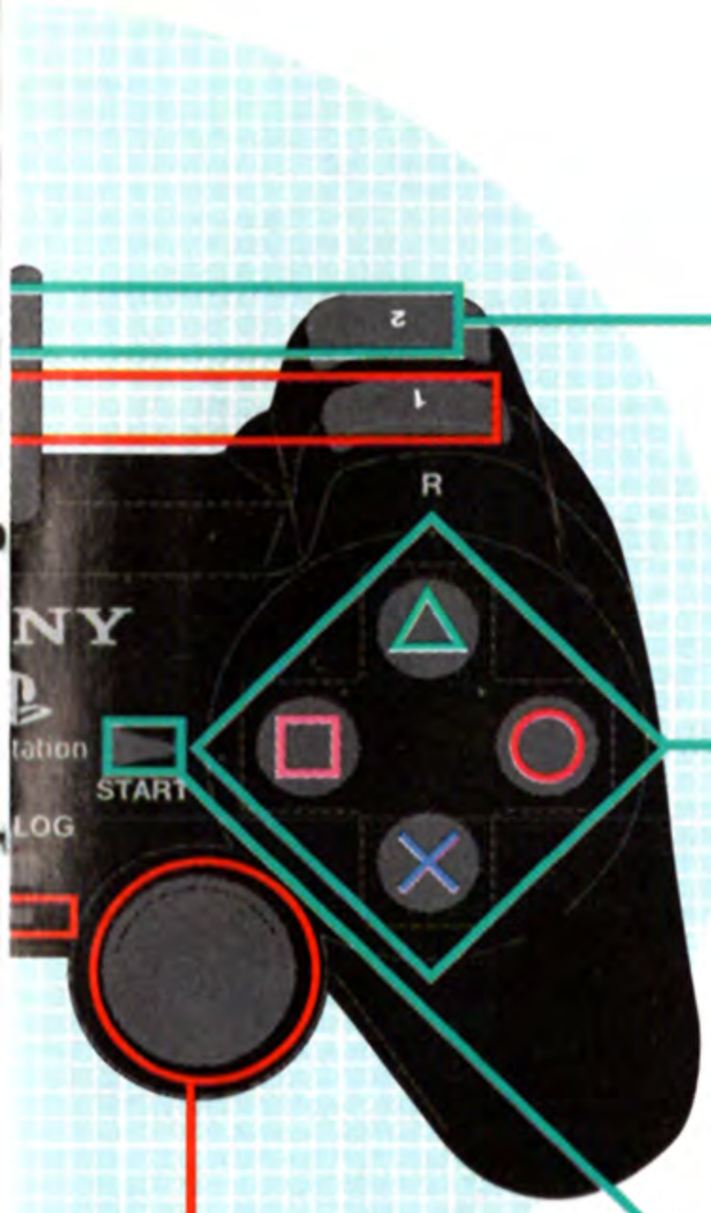


CAMERA POSITION

L3 button	Unlock camera
left analog stick	Move camera

Press the L3 button to release the camera from its locked position and control camera angles with the left analog stick. This allows you to see Gundam from various angles. Press L3 again to return the camera to its default position.

Note: You cannot lock-on to a target while moving the camera.



START button	Field Map (pause)

CAMERA VIEW

right analog stick	Move camera view

The right analog stick moves the eye camera on Gundam's head.

• MOVING with the CAMERA
Direct the right analog stick in the same direction you are moving to see where you are going.

BATTLE

▣ / R3 button	Attack
○ button	Guard
△ button	Switch weapons
✕ button	Thruster
L2 button	Lock on/off target

You can also do the following while pressing the R2 button:

R2+▣ button	Auxiliary Attack (Vulcan gun)
R2+△ button	Request backup (Guncannon)
R2+○ button	Request backup (Guntank)
R2+SELECT button	Switch radar display range

• Auxiliary attack: VULCAN GUN

• SPECIALTY ATTACK
While using the main attack weapon, hold down ▣ button to activate the more powerful Specialty Attack.

SABER ATTACKS

Here are some examples of the maneuvers available when Gundam is equipped with a Beam Saber.

SEQUENTIAL SABER SLASH

■ ■ ■ button

Do a maximum of 3 saber attacks in sequence.

DASH ATTACK 1

directional button ⬆ ⬆ + ■ button

Slash diagonally while dashing forward.

DASH ATTACK 2

directional button ⬆ ⬆ (hold down)
+ ■ button

Slash horizontally while dashing forward.

DASH ATTACK 3

directional button ⬇ ⬆ ⬆ + ■ button

Stab while dashing forward.

LEFT (or RIGHT) SLIDE DASH ATTACK

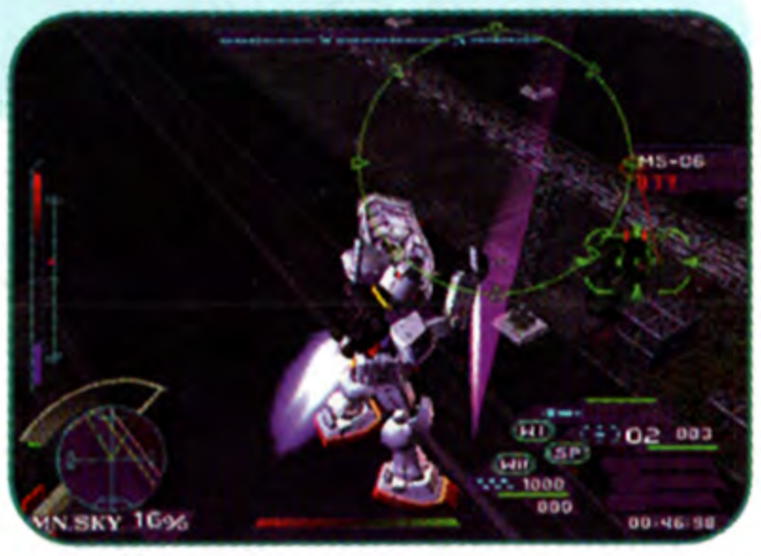
directional button ⬅ ⬅ (or ➡ ➡)
+ ■ button

Slash while dashing left (or right).

JUMP SLASH

While jumping, on ascent:
directional button ↓ ↑ + ▣ button
Slash downward while descending from a jump. This attack is more powerful than regular Beam Saber attack.

DOWNWARD STAB



While jumping, on ascent:
directional button ↑ ↓ + ▣ button
Stab straight down while descending from a jump. This attack is more powerful than the regular Beam Saber attack.

LOWER LEVEL ATTACK

directional button ↑ ↓ + ▣ button
Slash downward. Good for attacking ground forces and legs of enemy mobile suits.

BATTLE SCREEN

BATTLE SCREEN INFORMATION

1. COMPASS

Indicates the direction your mobile suit is facing (N=North, S=South, E=East, W=West).

2. ALTIMETER

Shows the mobile suit's current altitude.

3. COMMUNICATION WINDOW

Displays incoming transmissions.

4. MOBILE SUIT STATUS

Shows the mobile suit's current condition. (See below.)

• MOBILE SUIT STATUS

[RUNNING MODE] [WALKING MODE]	Displayed when switching between the two modes.
[GUARD]	Displayed when mobile suit is guarding.
[HEAD : BREAK]	Displayed when mobile suit's head is damaged. Impairs radar function.
[SHIELD (ARM) : BREAK]	Displayed when shield is broken. Disables Guard. (For mobile suits that defend with their arms, this makes them more susceptible to damage.)
[LEG : BREAK]	Displayed when mobile suit's legs are damaged. Disables RUNNING MODE.
[AREA LIMIT]	Displayed when mobile suit approaches area limit.

5. LIFE GAUGE

Shows how much life is remaining. The game is over when the gauge reaches 0.

6. THRUSTER GAUGE

The gauge rises when thrusters are used. Prolonged use causes the thrusters to overheat, resulting in temporary shutdown.

7. RADAR

Shows enemy and ally units surrounding your mobile suit.

8. MINOVSKY LEVEL

Shows the density of Minovsky Particles. The radar suffers when Minovsky levels are too high.

9. MAIN WEAPON INFORMATION

Shows information on weapon currently equipped. When equipped with long-range weapons, the display shows Ammo Remaining / Ammo Packs. The weapon reloads automatically from a pack when out of ammo. Only an icon is displayed when using close-range weapons.

10. AUXILIARY WEAPON INFO

Shows information on auxiliary weapons (e.g. vulcan guns). Follows the same display convention as Main Weapon Information.
Note: Overuse of rapid-fire weapons results in overheating, which causes temporary shutdown.

11. SPECIALTY ATTACK INFO

Shows information on Specialty Attacks. Follows the same display convention as Main Weapon Info.

12. ALLY INFORMATION

Shows any ally mobile suit's condition during STORY MODE.

13. TIME COUNT

Time played is displayed here.

FIELD MAP DISPLAY

Press the START button during battle to display the FIELD MAP. This shows the current position of allies, enemies, and your own mobile suit. ZOOM MAP shows detailed terrain information. Screen top is North (N), bottom is South (S), right is East (E), and left is West (W).

ZOOM MAP
Displays magnified terrain information.

FIELD MAP
Shows battle area of each stage.

FIELD DISPLAY CURSOR
Use the directional buttons to move.

OWN MOBILE SUIT
Shows the current location of your mobile suit and the direction it is facing.

OWN MS
ALLY UNIT
ALLY MS
DEFEND TARGET
ENEMY UNIT
ENEMY MS
TARGET

LOCK-ON SYSTEM

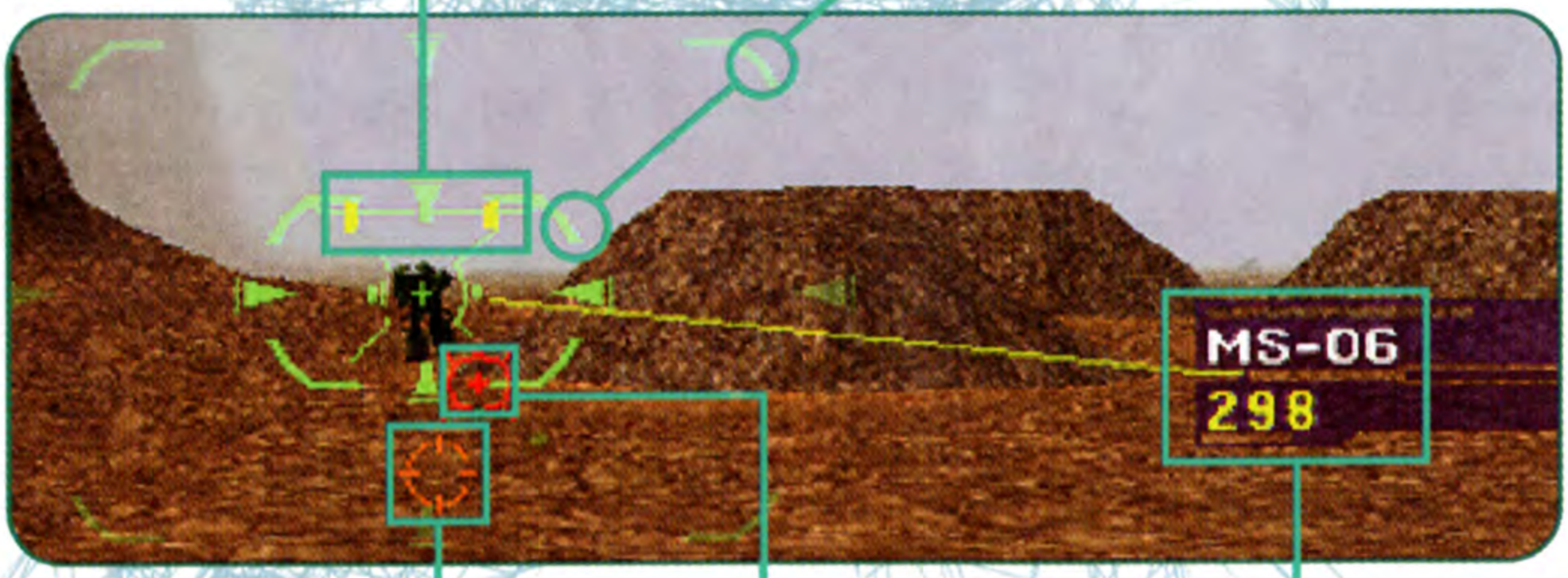
Press the L2 button to lock-on to an enemy. This will place the enemy in your direct line of fire. This is called a "Lock-on" condition.

Lock-on improves the accuracy of your long-range weapons. In hand-to-hand combat, lock-on enables you to jump behind a target and perform double-tap maneuvers with ease.

Press the L2 button again to Lock-off. If the target moves beyond your field of vision, this also disengages the lock-on system.

DISTANCE ICON:
This icon is displayed when you lock-on to a target. The color indicates the distance between you and your target. (See Lock-On Information below.)

LOCK-ON SIGHTS:
When you lock-on to a target, the outer sight marker zooms in to the inner.



LOCK-ON INFORMATION:
Displays distance and model number of the target. Distance is indicated by color, from close to far in this sequence: Red, Orange, Yellow, Yellow-Green.

AUXILIARY WEAPON TARGET SIGHT:
Auxiliary weapons target this cursor. You cannot lock-on with auxiliary weapons.

LONG-RANGE SIGHT:
Long range weapons target this cursor.

GUNCANNON and GUNTANK

Guncannon and Guntank join your mission in some stages of STORY MODE. In these stages, you can request backup from your allied pilots of these two mobile suits. While pressing the R2 button, press the △ button to request support from Kai (Guncannon) and press the ○ button for Hayato (Guntank).

During and after backup support is provided, the Request Gauge of the Ally Information Display flashes on and off. You cannot request backup while the Request Gauge is flashing. The availability of backup support depends on your ally's mobile suit condition.

The two allied pilots will improve their battle and backup skills as they gain experience.

GUNCANNON ICON:
This will display information on the mobile suit that Kai pilots.

GUNTANK ICON:
This will display information on the mobile suit that Hayato pilots.

REQUEST GAUGE:
Each time backup is requested, this gauge decreases. When it goes to zero, backup is disabled. Also, when allied pilots are in an immobile state, backup cannot be used.

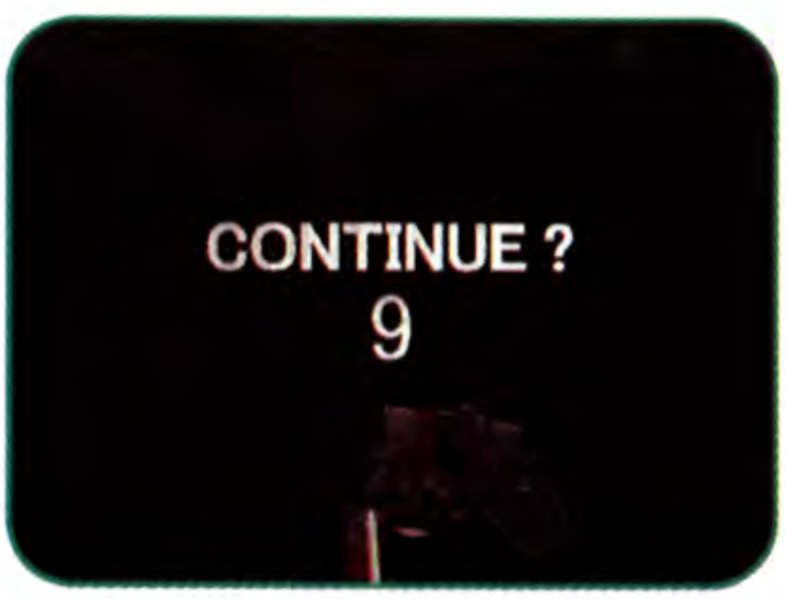
REQUEST GAUGE COLOR		ALLIED MOBILE SUIT CONDITION	POWER OF BACKUP
	Green	Moving / Normal	100%
	Yellow	Engaged / Enemy Sighted	50%
	Pink	Engaged or Damaged	30%
	Red	Engaged or Near Immobile	10%
	Flashing Color	Providing Backup	0%
	Dark Red	Immobile (Life = 0)	0%

GAME OVER

If the Life Gauge goes to 0 during battle, or the time limit runs out, the CONTINUE screen appears. (During a stage where you are protecting an allied target, if that target's Life Gauge goes to 0, the game will end.)

When in the CONTINUE screen, a countdown will start. If you want to continue, press the ⊗ button before the count goes to zero. After the Game Over stage, you can start the game over again.

After the countdown ends, GAME OVER is displayed, and you return to the TITLE screen.



STORY MODE

Choose STORY MODE on the MODE MENU screen to begin the Story Mode. As Amuro Ray, you will pilot Gundam in the One Year War.

MOVIE
Watch the story unfold with newly animated movie sequences.

BRIEFING
Reconfirm the current condition and mission objectives. Load your weapons.

BEGIN MISSION
Watch mobile suits launch from battleships and arrive on scene.

GAME
Fight enemy mobile suits on a large 3D field. Depending on the situation, a mid-stage event may occur.

MISSION ACCOMPLISHED
Watch the aftermath of your mission.

RECORD (SCORES) / SAVE
Check your scores and save the game. (If AUTOSAVE is on, the Save portion of this stage is skipped.)

STAGE 1 CLEAR

		RESULT	BEST
FINISH TIME		01'25"77	00'58"51
DEMOLISHED	MOBILE SUITS	3	3
	BATTLESHIP	-	-
	OTHER	-	-
LIFE REMAINING		78%	100%
SUCCESS RATE		34%	67%
NEWTYPE POTENTIAL		B+	S-

HINTS

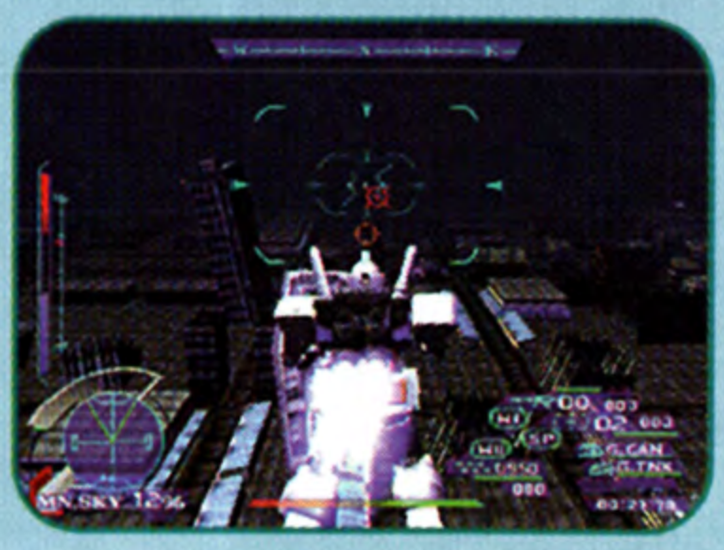
Use the following hints to maximize your battle performance.

1. Conserve Ammo and Aim Carefully!

Long-range weapons have a set number of ammo and ammo packs. When the ammo gauge goes to 0, the weapon is recharged and disabled until reloading is complete. Avoid shooting indiscriminately and save your ammo for prime targeting opportunities.

If you don't have enough ammo for the number of enemies ahead, use up your remaining ammo and time your attack so that your weapon will be fully charged by the time you encounter the next enemy.

In hand-to-hand and mid-range combat, try to attack the target while he is switching weapons or when your allies are attacking.



If your ammo is near empty, reduce it to 0 before approaching the enemy.

Ammo is reloaded even during Lock-On. Ready? Now, fire away!

2. Maximize Your Rotation Maneuvers

There are two methods of rotation: rotating in place and rotating in motion. Rotating in place is effective when adjusting the direction you are facing or aiming. However, since you are stationary, you make an inviting target for nearby enemies.

Rotating in motion is effective when you are freely moving through the field. You can enable rapid rotation by using Camera View (toggle the right stick to the left and right.) This also allows you to circle behind targets. Since you are constantly in motion, it is harder for enemies to hit you.

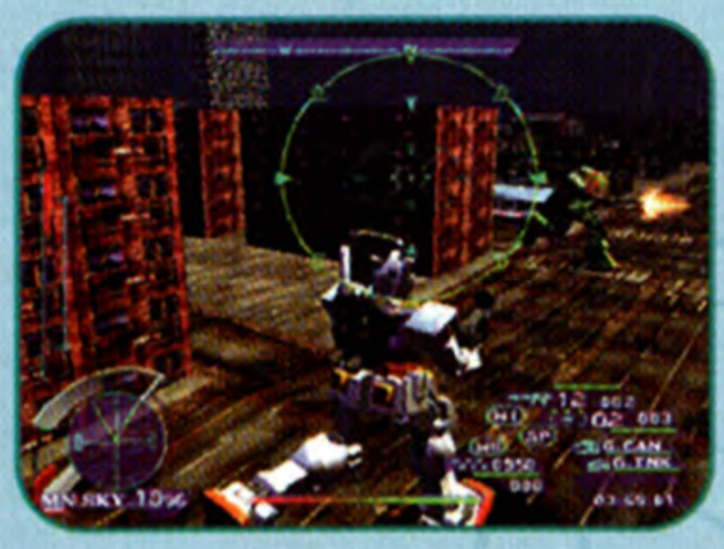
When surrounded by the enemy, rotating in place is an invitation to disaster.

Use rotating in motion to circle behind your target.

3. Locking-On Is Not the Only Effective Battle Technique!

Because lock-on brings the enemy directly in front of you, it is very effective in 1-on-1 combat. However, during lock-on your circumference of movement will center on the enemy. When you lock-off, your range of movement will increase. Also, during lock-on you cannot change your camera perspective, so it is difficult to view the surrounding conditions. During combat with multiple enemies, the effective use of lock-on/off will be the key to improving your battle skills.

During lock-on, you can evade enemy attack, but you're more likely to bump into buildings.



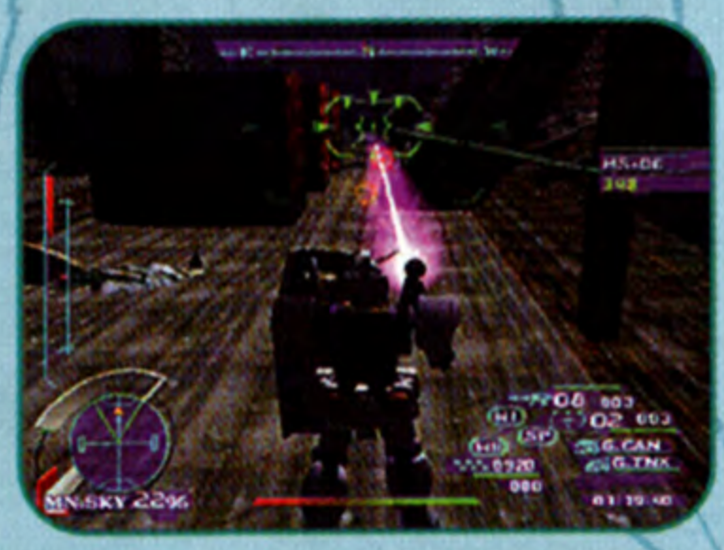
Lock-off to run around and do some recon.

4. Learn the Characteristics of Your Arsenal!

There are advantages and disadvantages to each weapon. Beam weapons, while very powerful, require you to aim precisely because of their limited kill zone. Also, their power decreases with distance. On the other hand, weapons like bazookas that use live shells may not cover much distance, but their powerful blast can damage enemies nearby. (However, since the live shells explode on impact, they are difficult to use in urban combat.) Devise a strategy that considers your weaponry, the terrain, and the enemy's capabilities.

When engaging multiple enemies, your beam rifle can only destroy one enemy at a time.

With a bazooka you can destroy nearby enemies with explosive impact.



Beam rifles are quite effective for long-range fire in urban combat.

Obstacles can set off bazooka rounds before they reach their target.

5. Maximize Your Double-Tap Performance!

When you change directions in a mobile suit, it initiates balance control to regain its center of gravity. Your mobile suit is vulnerable to attacks while it tries to regain balance.

Double-tap eliminates this problem altogether by enabling fast directional change. However, be careful not to overheat the thrusters by relying too heavily on this technique. Overheated thrusters disengage while cooling down.

When you switch directions from left to right, your mobile suit is vulnerable while it initiates balance control.

You can quickly shift your position by using double-tap in any direction.

6. Evade Enemy Attack!

Most mobile suits are equipped with weapons on their right arms, meaning their field of fire is focused on their right. By merely running to the enemy's left, you can avoid getting hit most of the time.

Zakus hold their weapons in their right hands, so move to their left flank and attack.

7. Listen Carefully to Incoming Information!

As the overall battlefield conditions change from moment to moment, you may suddenly encounter a formidable enemy. Always listen to incoming transmissions from your allies. They will inform you of changing conditions. Use their information to your advantage.

???

For those of you who have cleared STORY MODE, this isn't the end of your mission.

According to my sources, there is a new set of missions where you can choose which side you fight for!

This Mode may be more difficult, but I'm sure you can handle it. Just remember, mobile suit specs are not the ultimate arbiter of victory! Show me your combat skills!

From "MOBILE SUIT GUNDAM 0080: WAR in the POCKET"

- RX-78NT-1

  Gundam Alex
- Pilot: Christina MacKenzie
- Mobile Suit Specs: Designed for Lt. Amuro Ray, this Gundam features state of the art technologies such as surround status monitors and armor with magnetic coating.

From "MOBILE SUIT GUNDAM 008 MS TEAM"

- RX-79(G)

  Gundam (G)
- Pilot: Shiro Amada
- Mobile Suit Specs: This mass-production ground combat unit is equipped with live munitions. The core block system was eliminated to streamline production.

TACTICS BATTLE MODE

When you finish STORY MODE, TACTICS BATTLE replaces the "???" Option in MODE MENU. You can choose to fight for the Earth Federation Forces or the Zeon Forces in TACTICS BATTLE. Increase the number of mobile suits you can pilot by clearing stages.

The Earth Federation Forces play defensive missions, while the Zeon Forces play offensive ones. Alternate sides to enjoy many variations of battle patterns.

Depending on how you clear the STORY MODE, the types of mobile suits you can pilot here will vary. You can even pilot mobile suits that do not appear in STORY MODE.

From "MOBILE SUIT GUNDAM SIDE STORY 1: BLUE SHOCK"

- RX-79BD-1

GM Blue Destiny

- Pilot: Yao Kajima
- Mobile Suit Specs:
  This experimental unit features anti-newtype "Exam" OS. There are still many mysteries surrounding the "Exam" OS, but it has advanced combat capabilities.

From "MOBILE SUIT GUNDAM SIDE STORY 0079"

- RGM-79SP

GM Sniper Custom II

- Pilot: Master P. Reiya
- Mobile Suit Specs:
  This custom GM's armor and thrusters have been enhanced for use by seasoned pilots. It also features a sensor system ideal for sniping.

NOTES

NOTES

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- **Take on the role of Heero Yuy, with his Wing Gundam Mobile Suit, in his first-ever video game appearance!**

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TEEN
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CONTENT RATED BY ESRB

Animated Violence

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2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
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"The giant Mobile Suits of the Gundam Universe meet the squad-based action of Rainbow 6!" – gamecritics.com

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